

The Sewer

The sewer, assuming there is one, is the city's dark and filthy underbelly, intertwined with many dark plots and hidden secrets.

Hooks

- An urchin has watched the characters walking through the city, then slipped down a street grate when noticed.
- The talk of the town is the city watch wading through sewage searching for cultists. As it happens, it appears to be the same cultists the characters have run into previously.
- A city maintenance crew accidentally collapsed a wall to a long lost dungeon below the city. The expected rampaging monster did not appear, and instead, a new construction company was hired to repair the damage at a rather stiff fee. The usual maintenance crew is at a loss of this slight.

Entrances

Getting into the sewers is usually straightforward, depending on the city's concern for its citizens' safety. Manholes and service tunnels give maintenance access. Secret basement entrances, escape tunnels, and collapsed older parts of the city lead down underground. Drain pipes, street-, river-, and sea grates ensure the sewage washing out with the rainwater. Intrepid trespassers can get access at any of these points.

The Secret Basement

A crafter's workshop, a busy city landmark, has a secret basement often used by the thieves' guild. The owner of the house may not be aware of the use or have been blackmailed into silence. The city watch should know about the location, but someone is actively spreading misinformation about the area.

The Lost Templar's Tomb

Past religious unrest and wars keep coming back to haunt the present. Stories of a lost templar's tomb keep causing problems. Inside the tomb are two stone sarcophagi and a simple statue of a guarding angel. The tomb hides secrets sought by churches and possibly other factions and is undoubtedly guarded.

The Binding Chamber

A cult needed a safe out-of-the-way location for rituals and bindings, and secretly restored an old vault below the city. The cultists stay away as much as possible, trusting their wards, clever secret passages, and summoned monsters to guard the chamber.

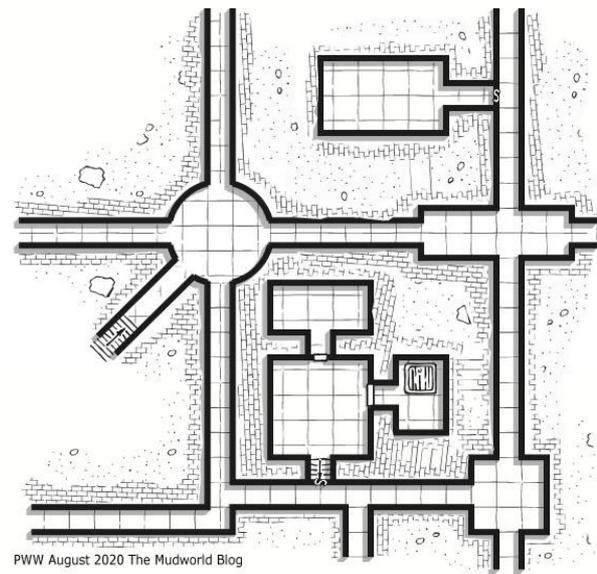
The Hidden Vault

The old vault of a fallen family was lost when the mansion burned, the family scattered, and the talk of their old vault remains a local legend. The current owners of the property above ground have no knowledge of what lay below the basement floor. The vault is hidden and fiendishly trapped, and vengeful monsters jealously guard the place, waiting for the family's return.

Monsters

The city sewer is mostly safe, except for the occasional ruffian hiding from the law. However, rumors of gelatinous crawlers, wererats, ghouls, skeletons, zombies, vampires, slithering things, and even darker creatures persist.

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People

- **Ewa Zorda, City Engineer, Female Human.** Zorda is a petite curious black-haired woman with an unquenched love for construction and architecture. Thoroughly corrupt, she is on the payroll of several nobles and the thieves' guild. She draws the line at evil cults though, a woman's got to have standards as she puts it.
- **Baldran Mook, Illusionist, Male Gnome.** Mook is an illusionist and charlatan often portraying a human child as he gathers information for unknown purposes. He moves around in the sewers, and the combination of an unmatched knowledge of the sewer, illusions, and translocation spells makes him nearly impossible to find.
- **"Creepy Tom," Thug, Male Human.** Handsome, greasy, and smelly, Tom is a local gang-leader and muscle for the thieves' guild. He makes it his business to know anything that goes on in the sewers and makes a good living selling information selected clients. Tom is a liar, coward, and bully. He feeds the city watch information whenever he fears he cannot win a fight.
- **"The Lady in Rags."** The Lady is a robed figure that appears in the sewers or near the entrances. No one knows if she actually is a lady or even human. The Lady occasionally helps trespassers in return for dark services. She always delivers, but sometimes at a horrible price.

Reward and Resolution

Learning to navigate the sewer has its own rewards, at least to some. The sewer gives access to buildings normally unavailable, convenient escape routes, and perhaps enemy secrets. Tavern, tower, mansion, and castle basements are within reach of the sewers, and here lay its real value.

Those who use the sewers for their dark agenda have magic, wealth, and secrets. Old records, books, and treasures promise wealth and secrets to topple the established order.